MECHWARRIOR®
MERCENARIES

FIELD REFERENCE

SAFETY WARNING

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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INCOMING MESSAGE

DATE: 17 DECEMBER 3064

TO: MERCENARY COMMAND APPLICANT NO. 7912

FROM: MERCENARY REVIEW AND BONDING COMMISSION (MRBC)

SUBJ: APPLICATION FOR MEMBERSHIP

CONGRATULATIONS, your application for membership in the MRBC is approved. You are hereby granted an interim license to do business as a MechWarrior mercenary company with the same privileges afforded a full member. You are authorized to proceed under the following condition(s):

1. (A) You must find a sponsor to underwrite your company and provide guidance during your initial year.

   (B) As a courtesy, we provide you with the following names of mercenary regiments that have expressed interest in sponsoring you. Please make contact at your earliest convenience.

   WOLF'S DRAGOONS

   NORTHWIND HIGHLANDERS

   KELL HOUNDS

   GRAY DEATH LEGION

POSTSCRIPT:

Given recent events (to wit, the Federated Commonwealth Civil War), the need for experienced BattleMech® pilots will likely increase in the Lyran sector.

TRANSMISSION OVER....

PREBATTLE CHEC

INSTALLING AND LAU

Insert Microsoft® MechWarrior Disc 1 into your CD-ROM drive. click **Install**, and then follow the given the option to place an icon play, double-click the icon to sta

If Setup does not begin automat information, refer to the Readm Mercenaries Disc 2.

GETTING HELP

ROLLOVER TEXT Help is provid in the form of rollover text. As screen feature, Help text is dis Network box in the lower part o

TUTORIAL To learn how to pla **Training** on the Main Menu.

INFO ON THE WEB To learn m Mercenaries or other games d **http://www.fasastudio.com**.

EQUIPMENT SPECIFICATIONS weapons, vehicles, and terrains Specs.pdf file in the Goodies fo Disc 2.

PREBATTLE CHECKLIST

INSTALLING AND LAUNCHING THE GAME

Insert Microsoft® MechWarrior® 4: Mercenaries video game Disc 1 into your CD-ROM drive. When the Setup screen appears, click **Install**, and then follow the instructions on the screen. You'll be given the option to place an icon on your desktop. For subsequent play, double-click the icon to start the game.

If Setup does not begin automatically, or for other pertinent information, refer to the Readme file on MechWarrior 4: Mercenaries Disc 2.

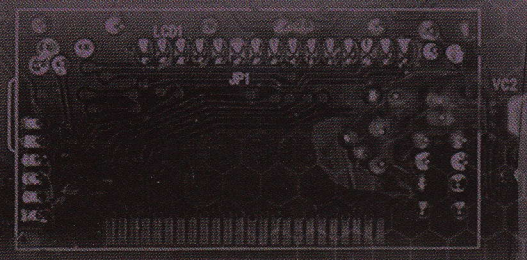
GETTING HELP

ROLLOVER TEXT Help is provided for most user interface screens in the form of rollover text. As you pass the mouse pointer over any screen feature, Help text is displayed in the ComStar Information Network box in the lower part of the screen.

TUTORIAL To learn how to play MechWarrior 4: Mercenaries, click **Training** on the Main Menu.

INFO ON THE WEB To learn more about MechWarrior 4: Mercenaries or other games developed by FASA Studio™, visit **http://www.fasastudio.com**.

EQUIPMENT SPECIFICATIONS For further details on BattleMechs, weapons, vehicles, and terrains included in this game, see the Specs.pdf file in the Goodies folder on MechWarrior 4: Mercenaries Disc 2.



OPERATIONAL SCREENS

ROSTER

On the Roster screen, you create new pilot profiles and company names or edit existing ones. When creating a new profile, you must choose from one of four sponsors: Wolf's Dragoons, Northwind Highlanders, Kell Hounds, or Gray Death Legion. A brief description of each is provided, so you can compare the benefits and consequences of selecting one over another. Once you have aligned a pilot with a sponsor, that pilot maintains the association with that sponsor for the duration of the game.

MAIN MENU

TRAINING Learn how to pl

INSTANT ACTION Play indi
no effect on other scenario

CAMPAIGN Become part o
What happens to you on th

MULTIPLAYER Engage oth

MECHLAB Customize your

ROSTER Create a pilot pr
your unit.

OPTIONS Edit game setti
multiplayer play.

MAIN MENU

TRAINING Learn how to play MechWarrior 4: Mercenaries.

INSTANT ACTION Play individual scenarios. Victory and defeat have no effect on other scenarios.

CAMPAIGN Become part of the MechWarrior 4: Mercenaries story. What happens to you on the battlefield affects future missions.

MULTIPLAYER Engage others in online combat.

MECHLAB Customize your 'Mech®.

ROSTER Create a pilot profile and select a mercenary sponsor for your unit.

OPTIONS Edit game settings for graphics, audio, controller, and multiplayer play.

COMMAND CENTER

The Command Center shows your account balance and the status of your reputation.

MRBC RATING Check your rating in the MRBC's system, which ranks mercenary units' capabilities and professionalism.

NEWS Read up on current events. You never know what you might learn.

UNIT STATS Track your statistics, such as 'Mech kills, C-Bills earned, and so on.

STAR SYST

Seek work as a
system has its
yours. One syst
by entertaining
"Solaris VII Orb

Before you com
overview of eac
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STAR SYSTEMS

Seek work as a mercenary in various planetary systems. Each system has its own campaign—problems that could use talent like yours. One system in particular offers you the chance to earn money by entertaining the masses. For more on that opportunity, see "Solaris VII Orbital View," page 11.

Before you commit to action, check the readout on the left side for an overview of each campaign. If you need to travel to a different system than you're in, you'll have to pay a jump fee. The fee is automatically deducted from your account when you launch the campaign.

ORBITAL VIEW

Each planetary system has its own set of troubles. The Orbital View screen provides summaries of the missions within a given star system.

Before jumping in, read up on mission particulars. Check the ComStar Information Network box at lower left for details. To learn about current events, check the news feed at upper left.

MISSION VI

The Mission View
select pilots for
of up to four 'Me

MISSION BRIEFIN
the ComStar Info
key locations suc

PILOT SELECTIO
roster and assig
primary lance. In
so, you'll need a

DROP WEIGHT
the total weight

DROP FEE You

MISSION VIEW

The Mission View screen provides mission briefings and lets you select pilots for your primary and secondary lances. A lance is a unit of up to four 'Mechs.

MISSION BRIEFING Mission goals and objectives are displayed in the ComStar Information Network box, and the Mission Map shows key locations such as drop points and navigation (or nav) points.

PILOT SELECTION It is your task to select pilots from the duty roster and assign each a 'Mech. Most missions let you deploy a primary lance. In some, you can also deploy a secondary lance; to do so, you'll need a pilot who is qualified as a lance commander.

DROP WEIGHT The combined tonnage of your lances cannot exceed the total weight of the drop.

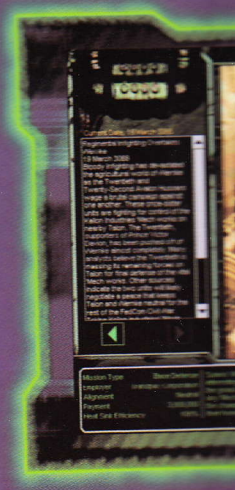
DROP FEE You pay a drop fee for each mission undertaken.

FREE MARKET

In the Free Market, you can hire and fire personnel and buy and sell 'Mech chassis and weapons. Get rid of a deadweight pilot, or make a few quick C-Bills by selling materiel. When a transaction is finalized, your account is credited or debited accordingly.

PERSONNEL To acquire the services of a pilot, drag that pilot's icon from the Market Items personnel list to the Transaction window at center, and then click **Buy/Hire**. To dismiss a pilot, drag that pilot's icon from your Current Inventory personnel list to the Transaction window, and then click **Sell/Fire**.

EQUIPMENT To acquire new chassis or weapons, drag items from the Market Items list to the Transaction window, and then click **Buy/Hire**. To sell off your chassis or weapons, drag items from your Current Inventory list to the Transaction window, and then click **Sell/Fire**.



SOLARIS VII ORB

Solaris VII is not a missi
opportunity for you to m
of yourself as the gladia
just like fighting for the
rabid fans cheering you
VII. Choose among thre
most prestigious of the

Competition begins wit
your way up to the ass
class. The heavier the c

SOLARIS VII ORBITAL VIEW

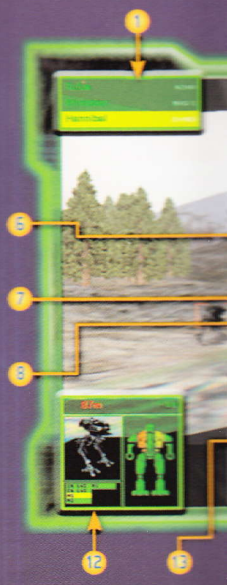
Solaris VII is not a mission so much as an opportunity—an opportunity for you to make some serious C-Bills fast. Ever thought of yourself as the gladiator type? If you're in need of cash, or if you just like fighting for the sake of fighting and don't mind thousands of rabid fans cheering you—or jeering you—you're going to like Solaris VII. Choose among three arenas: the Factory, the Jungle, and the most prestigious of them all, the Coliseum.

Competition begins with the light 'Mech class. You'll have to work your way up to the assault class. Prize money is based on weight class. The heavier the competition, the more C-Bills you can earn.

SOLARIS VII MISSION VIEW

When you've chosen an arena on Solaris VII, you're transported to that arena. Here you'll find information posted, such as the prize money the upcoming game pays and the game entry fee. Your personal stats for a particular venue and for your Solaris games so far are also listed.

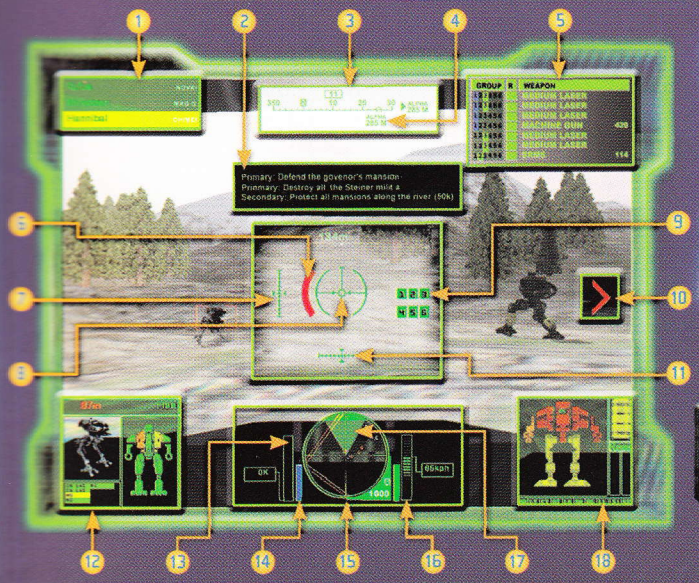
Also—and perhaps most important to a fledgling mercenary struggling for acclaim—you can use the Victory Dedicated To list to dedicate your victories to either House Steiner, House Davion, or nobody. Dedicating victories can boost your approval rating in the eyes of your chosen group.



The heads-up display
'Mech cockpit. The HU
superimposed over yo
your eyes off the batt

1 Lancemate damage
2 Mission objectives
3 Compass
4 Nav point indicator
5 Weapon/weapon gr
6 Enemy fire directio
7 Pitch indicator
8 Targeting reticle
9 Weapon in range in

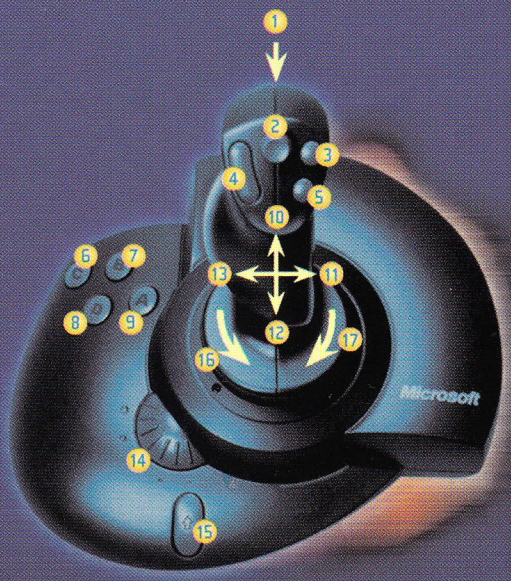
UNDERSTANDING THE COCKPIT



The heads-up display (HUD) is the most important feature of your 'Mech cockpit. The HUD provides real-time combat information superimposed over your windshield so you can read it without taking your eyes off the battlefield.

1 Lancemate damage indicator
2 Mission objectives
3 Compass
4 Nav point indicator
5 Weapon/weapon group status
6 Enemy fire direction indicator
7 Pitch indicator
8 Targeting reticle
9 Weapon in range indicator
10 Target direction indicator
11 Torso twist indicator
12 Target damage indicator
13 Heat gauge
14 Coolant gauge
15 Radar
16 Speed indicator
17 Field of vision
18 Your damage indicator

UNDERSTANDING THE COCKPIT



You can control a 'Mech by joystick. For information on basic game commands, see the back cover.

1 Fire group 1 weapons
2 Hat button (change view)
3 Fire group 2 weapons
4 Zoom reticle window
5 Fire group 3 weapons
6 Use Jump Jets
7 Switch to next nav point
8 Target enemy in reticle
9 Target next enemy
10 Pitch torso down
11 Turn right
12 Pitch torso up
13 Turn left
14 Forward/reverse throttle
15 Use SHIFT functionality
16 Twist torso left
17 Twist torso right

Or control your 'Mec

MOVEMENT

Throttle up	
Throttle down	
Turn left	
Turn right	
Pitch up	
Pitch down	
Twist torso left	
Twist torso right	
Toggle forward/reverse	
Reverse	
Use Jump Jets	
Switch to next nav poi	
Center legs to torso	
Center torso	SHI
Throttle 0–100%	

LANCEMATE CONTR

Call up lancemates 1–	
Call up primary lance	
Call up lancemates 4–	
Call up secondary lanc	
Call up both lances	

LANCEMATES CALL

Attack my target	
Defend my target	
Form up on me	
Hold fire	
Go to my nav point	
Stop	
Shut down	
Attack nearest threat	
Repair at nearest bay	

Or control your 'Mech using the following keyboard commands.

MOVEMENT

Throttle up	=
Throttle down	MINUS (–)
Turn left	Keypad 4
Turn right	Keypad 6
Pitch up	Keypad 2
Pitch down	Keypad 8
Twist torso left	Keypad 7
Twist torso right	Keypad 9
Toggle forward/reverse	BACKSPACE
Reverse	MINUS (–)
Use Jump Jets	J
Switch to next nav point	N
Center legs to torso	SPACEBAR
Center torso	SHIFT+SPACEBAR
Throttle 0–100%	1–0

LANCEMATE CONTROL

Call up lancemates 1–3	F1–F3
Call up primary lance	F4
Call up lancemates 4–7	F5–F8
Call up secondary lance	F9
Call up both lances	F10

WEAPONS AND TARGETING

Fire weapon/group	ENTER
Toggle single/group fire	\
Switch to next weapon	] or P
Switch to previous weapon	[
Weapon group 1	INSERT
Weapon group 2	HOME
Weapon group 3	PAGE UP
Weapon group 4	DELETE
Weapon group 5	END
Weapon group 6	PAGE DOWN
Target next enemy	E
Target nearest enemy	SHIFT+E
Target previous enemy	CTRL+E
Select unit in reticle	Q
Select next friendly	W
Select nearest friendly	SHIFT+W
Select previous friendly	CTRL+W
Select previous nav point	CTRL+N
Set damage diagram to bar format	PERIOD (.)
Set enemy damage diagram to bars	COMMA (,)
Activate mouse	CTRL+\

LANCEMATES CALLED UP

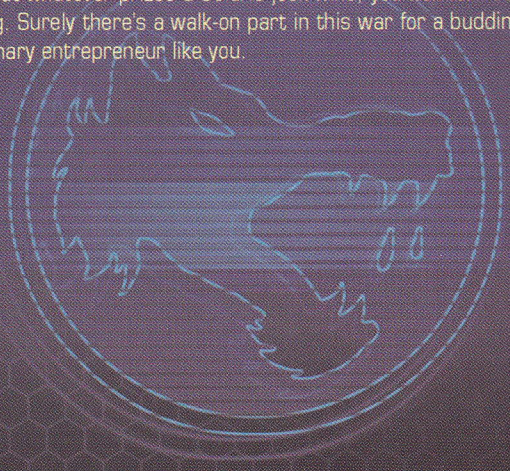
Attack my target	F1
Defend my target	F2
Form up on me	F3
Hold fire	F4
Go to my nav point	F5
Stop	F6
Shut down	F7
Attack nearest threat	F8
Repair at nearest bay	F9

CAMPAIGN

The year is now 3066, and the political backdrop is the civil war between the Federated Commonwealth and the Lyran Alliance. The strife began with Victor Davion's call to arms against his sister, Lyran Archon Katrina Steiner, following the assassination of their brother Arthur.

In this struggle, talented MechWarriors like yourself are in hot demand. The MRBC has just authorized your new company for mercenary work. After securing the required sponsorship from a full-fledged mercenary regiment—Wolf's Dragoons, Northwind Highlanders, Kell Hounds, or Gray Death Legion—your company has ample opportunity to make a name for itself.

There are numerous planetary systems where battles rage. And there's Solaris VII, the entertainment capital of the universe, where 'Mechs slug it out for fame and fortune in front of throngs of rabid fans. But whatever prizes a Solaris jock wins, you itch for real-world fighting. Surely there's a walk-on part in this war for a budding mercenary entrepreneur like you.



WOLF'S DRAGOONS

INSTANT ACTION

Click **Instant Action** on the Main Menu and then choose one of the following three action types.

MISSION PLAY Play any individual mission of the campaign. Victory or defeat has no impact on other missions.

TRAINING Take a refresher course in basic combat skills.

WAVE Fend off waves of attackers. You determine the map and the 'Mechs to engage.

MULTIPLAYER

Up to 16 players can engage in one-on-one or team combat. Join an existing game or host one of your own. To connect to a multiplayer game, go to the Microsoft® MSN® Games site at **www.zone.msn.com** or click **Multiplayer** on the Main Menu. For details, refer to the following.

CONNECTION TYPES

Before you can join or host a game, you must establish a connection. The following types are available.

MODEM Games are played among computers using modems.

ISDN Games are played over an Integrated Services Digital Network (ISDN).

XDSL Games are played over a Digital Subscriber Line (DSL).

CABLE Games are played over a cable Internet service connection.

LAN Games are played over a Local Area Network (LAN).

TO HOST YOUR OWN GAME

1. In the Multiplayer screen, select a connection from the list, and then click **Host**.
2. In the Host Setup screen, set game options, and then click **Start**.
   Your game is then advertised online (unless you choose otherwise).
3. In the Game Lobby, choose your 'Mech, mission, and so on.
   You can also add computer players (or bots) by clicking **Add Bot**.
4. When all players are ready to play, click **Launch**.
   If you need to remove a player from the game, click his or her status button, and then click **Kick Out**.

TO JOIN AN EXISTING GAME

1. In the Multiplayer screen, select a connection from the list, and then click **Connect**.
2. In the Server Browser screen, select an available game from the list, and then click **Join**.
   If you want to chat with other online players before joining a game, click **Zone Chat** and then follow the instructions on the screen. Note that a chat room must be selected before you can converse.
3. In the Game Lobby, choose your 'Mech and (if required) a team. When you're ready, click **Ready** or click the status box next to your 'Mech to change status from standby to ready. When all players who have joined are ready, the game starts.

MULTIPLAYER GAME TY

The following describes t
scoring for each.

BATTLE (TEAM AND INDI
killing the enemy and des
You get penalized for sho
'Mech determines your b
per kill and damage inflic

DESTRUCTION (TEAM AN
times as you can in a giv

MISSION PLAY (TEAM)
receives a set of mission
meets its objectives, a t
team are destroyed.

KELL HOUN

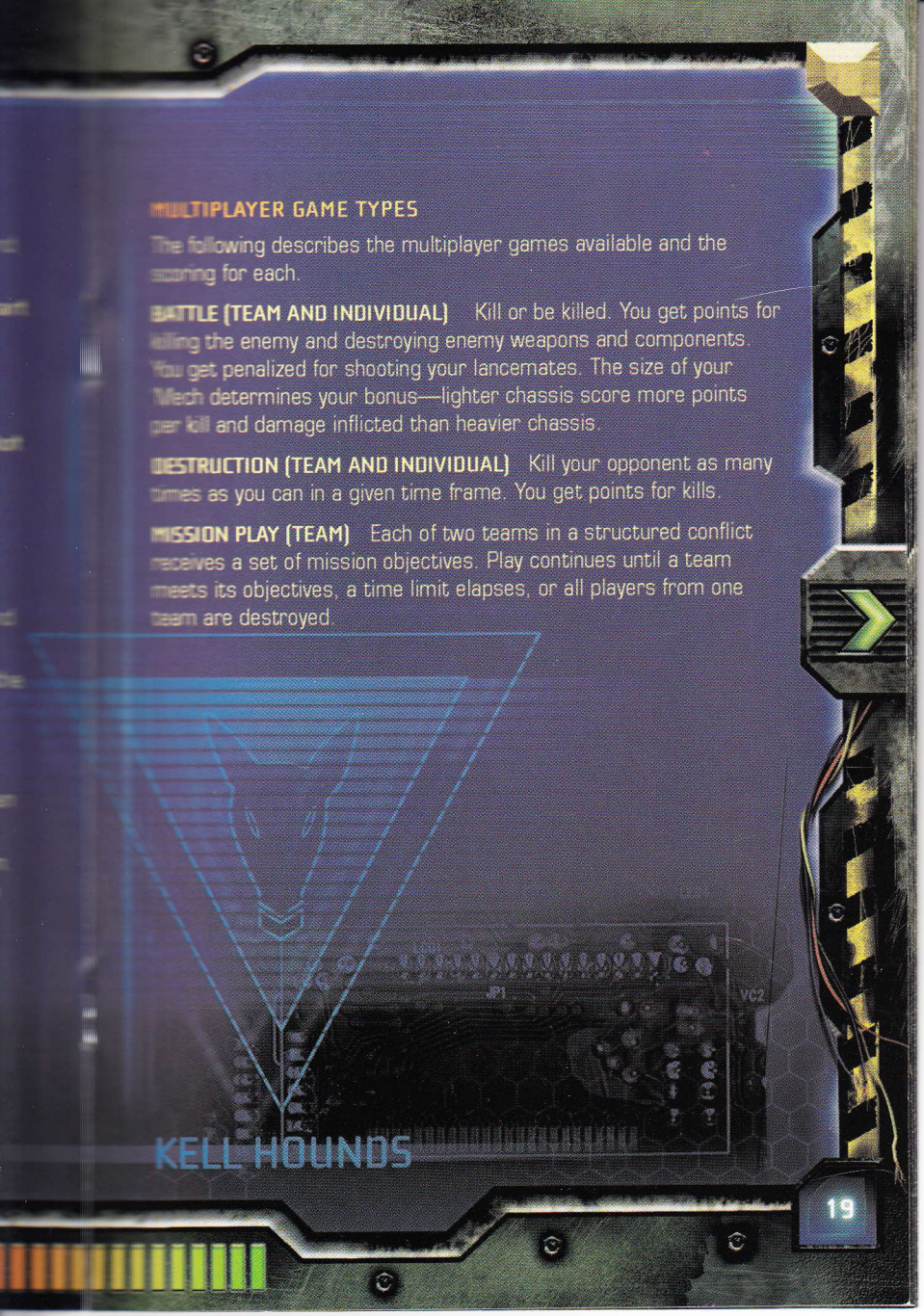
MULTIPLAYER GAME TYPES

The following describes the multiplayer games available and the scoring for each.

BATTLE (TEAM AND INDIVIDUAL) Kill or be killed. You get points for killing the enemy and destroying enemy weapons and components. You get penalized for shooting your lancemates. The size of your 'Mech determines your bonus—lighter chassis score more points per kill and damage inflicted than heavier chassis.

DESTRUCTION (TEAM AND INDIVIDUAL) Kill your opponent as many times as you can in a given time frame. You get points for kills.

MISSION PLAY (TEAM) Each of two teams in a structured conflict receives a set of mission objectives. Play continues until a team meets its objectives, a time limit elapses, or all players from one team are destroyed.

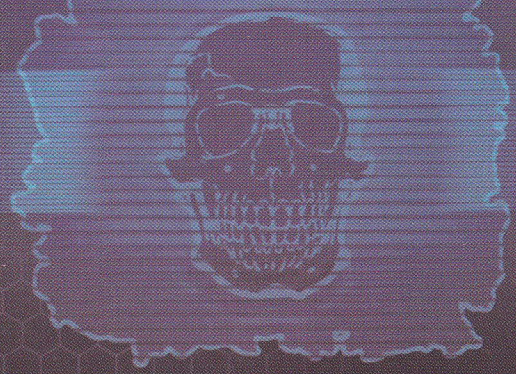


BATTLE STRATEGIES

KNOW YOUR ENEMY Study "BattleMech Specifications," page 23, or the Specs.pdf file to compare your 'Mech to those of your opponents. Note your enemy's armor, weapons, and weapon ranges, and then choose a 'Mech that counters well. The Specs.pdf file is in the Goodies folder on MechWarrior 4: Mercenaries Disc 2.

USE YOUR SENSORS All 'Mechs carry battle awareness sensors that detect 'Mech power signatures and radar signals. To lessen an enemy's ability to see you, power down (press **S** to shut down and power up). Or switch your radar to passive so it receives signals but does not transmit (press **CTRL+R** to toggle radar between active and passive).

ASSESS ENEMY VULNERABILITY When you place your HUD reticle over a targeted 'Mech (press **E** to cycle through targets), you see an assessment of its damage. For example, a seriously damaged limb flashes red, and a destroyed limb is blackened out. Seize upon any vulnerability. You can also evaluate damage visually. A 'Mech with serious leg damage limps, and its speed drops. Smoke or fire pouring from a 'Mech chassis indicates serious damage.



GRAY DEATH LEGION

STAY COOL If your
movement, the HUD
prevent overheating
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problems, consider
hot enough to begin
override shutdown (

KEEP MOVING Wh
target. Also, avoid a
circular sweeps aro

CROUCH OR HIDE
crouch and again to
and harder to hit. C
still visible on an en
targeting to lock on

USE YOUR LANCEMA
take the brunt of an
(**F1–F3**, **F5–F8**), you
F9), or both lances
them to attack, fall

PERFORM FIELD RE
'Mech by simply en
complete, your 'Me
has been complete

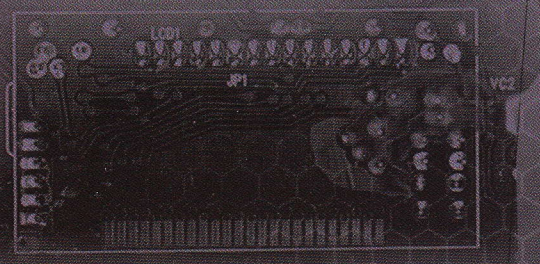
STAY COOL If your 'Mech overheats, it shuts down and you lose movement, the HUD, radar, and so on, until you've cooled off. To prevent overheating, stop firing your weapons, jump into a lake or river, or perform a coolant flush (press **F**). If you have persistent heat problems, consider adding more heat sinks. If your 'Mech becomes hot enough to begin shutting down, you'll have a few seconds to override shutdown (**SHIFT+D**).

KEEP MOVING When you slow down or stop, you become an easier target. Also, avoid attacking straight on. Always pivot to fire, and try circular sweeps around your opponent.

CROUCH OR HIDE If you must stop, consider crouching (press **C** to crouch and again to stand). Crouching makes you a smaller target and harder to hit. Or use the terrain to hide. Although you are still visible on an enemy's HUD, many missiles require line-of-sight targeting to lock onto you.

USE YOUR LANCEMATES You're in command—let your subordinates take the brunt of an assault. Call up your lancemates individually (**F1–F3**, **F5–F8**), your primary or secondary lance as a whole (**F4** or **F9**), or both lances at once (**F10**). Then use keys **F1–F9** to order them to attack, fall back, move on, and so on.

PERFORM FIELD REPAIRS You can perform field repairs on your 'Mech by simply entering the nearest repair bay. When repairs are complete, your 'Mech powers up on its own. Note that any item that has been completely destroyed cannot be repaired.



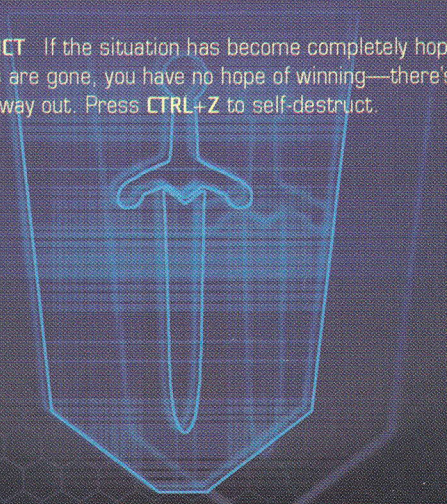
CHANGE VIEWS At times, a different viewpoint can improve your chances on the battlefield. For example, it can be difficult to maintain a visual lock on air vehicles from inside your cockpit. Press **V** to toggle views between the cockpit (default) and outside your 'Mech.

RAMMING If you're out of ammo or your weapons have failed, you can always try ramming your enemy. The amount of damage inflicted increases with the velocity of the impact.

DEATH FROM ABOVE If your 'Mech has Jump Jets, try jumping into the air and landing on your opponent. Although this is a difficult maneuver to execute, it can inflict tremendous damage.

CIRCLE OF DEATH The "Circle of Death," as it's commonly referred to by MechWarriors, is an offensive maneuver where you and your lancemates encircle an enemy to attack while blocking its escape. Be careful, though, not to shoot a friendly 'Mech on the other side of the enemy.

SELF-DESTRUCT If the situation has become completely hopeless—your weapons are gone, you have no hope of winning—there's always the coward's way out. Press **CTRL+Z** to self-destruct.



BATTLEMECH SPECIFICATIONS

Following are default equipment specifications for the 'Mechs available in the game, including weapon configurations, armor types, maximum speeds, and so on. For additional details on 'Mechs and specifications on weapons, vehicles, and terrains, see the Specs.pdf file in the Goodies folder on MechWarrior 4: Mercenaries Disc 2.

ABBREVIATIONS USED IN THE FOLLOWING TABLES

AC	Autocannon
BAP	Beagle Active Probe
CSMRM	Clan Streak Medium-Range Missile
CSTRK	Clan Streak Short-Range Missile
ECM	Electronic Countermeasures
ER	Extended Range
FF	Ferro Fibrous (armor)
IFF	Identification of Friend or Foe
IS	Inner Sphere
KPH	Kilometers per Hour
LAMS	Laser Anti-Missile System
LBX	Luxor Ballistic (ballistic weapon)
Lg	Large
LRM	Long-Range Missile
Med	Medium
MG	Machine Gun
MRM	Medium-Range Missile
Narc	Narc Beacon (targeting beacon)
PPC	Particle Projection Cannon
R	Reactive (armor)
RAC	Rotary Autocannon
Ref	Laser Reflective (armor)
Sm	Small
SRM	Short-Range Missile

BATTLEMECH SPECIFICATIONS

NAME	CLASS	ARMOR TYPE, TONS	MAX SPEED (KPH)	GROSS TONS	JUMP JETS	COMPONENTS
LIGHT 'MECHS (25–35 TONS)						
COUGAR	Clan	FF 4.5	97	35	Yes	BAP
FLEA	Inner Sphere	FF 4.5	132	20	No	None
OSIRIS	Inner Sphere	FF 5.0	130	30	Yes	None
OWENS	Inner Sphere	FF 6.5	102	35	No	None
PUMA	Clan	FF 7.0	83	35	No	None
RAVEN	Inner Sphere	FF 6.5	100	35	No	ECM, BAP
ULLER	Clan	FF 4.5	125	30	No	ECM
WOLFHOUND	Inner Sphere	Ref 10.0	100	35	No	None
MEDIUM 'MECHS (40–55 TONS)						
ARCTIC WOLF*	Clan	FF 8.0	97	40	No	None
BUSHWACKER	Inner Sphere	FF 8.5	85	55	No	None
CHIMERA	Inner Sphere	Ref 9.0	102	40	Yes	None

* Microsoft® MechWarrior® 4: Clan 'Mech Pak required

JUMP JETS	COMPONENTS	WEAPONS
Yes	BAP	ER Lg Laser, ER Med Laser, ER Sm Laser, Clan LRM 10 (2)
No	None	Sm Laser (2), MG Array (3)
Yes	None	Med Laser (5), SRM 6, MG Array
No	None	Med X-Pulse Laser, Sm X-Pulse Laser (2), LRM 10 (2)
No	None	ER PPC (2)
No	ECM, BAP	Sm Laser, Sm Pulse Laser (2), LRM 15, Narc
No	ECM	ER Lg Laser, ER Med Laser, Clan LRM 10 (2)
No	None	Med Pulse Laser (2), Lg X-Pulse Laser
No	None	CSTRK 6 (4)
No	None	Med Pulse Laser (2), LRM 5, LRM 10, AC 10
Yes	None	Lg Laser, Med Laser, MRM 20, MG Array

BATTLEMECH SPECIFICATIONS

NAME	CLASS	ARMOR TYPE, TONS	MAX SPEED (KPH)	GROSS TONS	JUMP JETS	[illegible]
Medium 'Mechs continued						
HELLHOUND	Clan	FF 8.5	98	50	No	None
HELLSPAWN	Inner Sphere	FF 8.0	106	45	Yes	ECM
HUNCHBACK**	Inner Sphere	FF 9.5	98	50	No	ECM, IFF Jam
RYOKEN	Clan	FF 8.5	85	55	No	BAP
SHADOW CAT	Clan	FF 9.0	102	45	Yes	None
UZIEL	Inner Sphere	FF 8.0	95	50	Yes	None
HEAVY 'MECHS (60–75 TONS)						
ARGUS	Inner Sphere	Ref 12.0	81	60	No	None
BLACK KNIGHT	Inner Sphere	FF 13.0	75	75	No	None
CATAPULT	Inner Sphere	R 12.5	76	65	Yes	BAP
CAULDRON-BORN*	Clan	FF 12.5	86	65	No	Enhanced Optics
DRAGON**	Inner Sphere	FF 8.5	85	60	No	None

** Microsoft® MechWarrior® 4: Inner Sphere 'Mech Pak required

* Clan

JMP ETS	COMPONENTS	WEAPONS
No	None	ER Lg Laser (2), CSTRK 6, Clan LBX AC 10
Yes	ECM	Med Pulse Laser (3), SRM 6 (2)
No	ECM, IFF Jammer	Med Laser (2), SRM 6, LBX AC 20
No	BAP	ER Lg Laser (2), ER Med Laser (2), Clan LRM 15 (2)
Yes	None	ER Lg Laser, ER Sm Laser, ER Med Pulse Laser (3), CSTRK 6, Clan MG Array (2)
Yes	None	PPC (2), SRM 6, MG Array (2)
No	None	Med Laser (2), LRM 10, Ultra AC 5 (2), MG Array
No	None	Lg Laser (2), Med Laser, PPC (2)
Yes	BAP	Lg Laser, Sm Pulse Laser, LRM 20 (2)
No	Enhanced Optics	ER Med Laser (2), Clan LRM 15 (2), Clan LBX AC 10 (2)
No	None	Med Laser, LRM 10, AC 5, Heavy Gauss Rifle

* Clan 'Mech Pak required

NAME	CLASS	ARMOR TYPE, TONS	MAX SPEED (KPH)	GROSS TONS	JUMP JETS	COMPONENTS	V
Heavy 'Mechs continued							
LOKI	Clan	FF 9.5	83	65	No	ECM, LAMS	E
MAD CAT	Clan	FF 11.5	80	75	No	None	E C
NOVA CAT	Clan	Ref 14.0	73	70	No	None	E
THANATOS	Inner Sphere	FF 13.0	75	75	Yes	ECM	M
THOR	Clan	FF 10.5	85	70	Yes	None	E
VULTURE	Clan	R 12.0	80	60	No	None	E
ASSAULT 'MECHS (80+ TONS)							
ATLAS	Inner Sphere	FF 18.0	51	100	No	ECM, LAMS, iFF Jammer	S
AWESOME	Inner Sphere	FF 15.0	70	80	No	None	M
DAISHI	Clan	FF 14.5	51	100	No	None	E
FAFNIR	Inner Sphere	FF 18.0	53	100	No	None	E
GLADIATOR	Clan	FF 18.0	57	95	Yes	ECM	E C

JUMP JETS	COMPONENTS	WEAPONS
No	ECM, LAMS	ER Med Laser (4), CSTRK 6, Clan LBX AC 10 (2)
No	None	ER Lg Laser (2), ER Med Pulse Laser (2), Clan LRM 20 (2), Clan MG Array (2)
No	None	ER Lg Laser (3), ER Sm Pulse Laser, ER PPC (2)
Yes	ECM	Med Pulse Laser (3), MRM 20, LBX AC 20
Yes	None	ER Med Laser (4), Clan LRM 15, Clan Ultra AC 5 (2)
No	None	ER Med Pulse Laser (4), Clan LRM 20 (2)
No	ECM, LAMS, IFF Jammer	Sm Laser (3), PPC (2), LRM 15, Gauss Rifle
No	None	Med Laser (2), PPC (3), SRM 4
No	None	ER Lg Laser (4), ER Med Pulse Laser (4), Clan LRM 10, Clan Ultra AC 5 (2), Clan MG Array (2)
No	None	Lg Laser (2), Med Laser (3), Heavy Gauss Rifle (2)
Yes	ECM	ER Lg Laser, ER Med Laser (2), ER PPC, Clan Ultra AC 20

NAME	CLASS	ARMOR TYPE, TONS	MAX SPEED (KPH)	GROSS TONS	JUMP JETS	COMPONENTS
Assault 'Mechs continued						
HAUPTMANN	Inner Sphere	FF 18.0	58	95	No	LAMS
HIGHLANDER**	Inner Sphere	FF 16.0	62	90	Yes	LAMS
KODIAK*	Clan	FF 18.0	52	100	Yes	None
LONGBOW	Inner Sphere	FF 16.0	69	85	No	BAP, LAMS
MAD CAT MARK II	Clan	FF 13.5	68	90	Yes	None
MASAKARI*	Clan	FF 13.5	77	85	No	Enhanced Optics
MAULER	Inner Sphere	R 13.0	65	90	No	None
SUNDER	Inner Sphere	FF 16.5	69	90	No	None
TEMPLAR	Inner Sphere	FF 13.0	69	85	No	LAMS
VICTOR	Inner Sphere	FF 15.5	72	80	No	LAMS
ZEUS**	Inner Sphere	FF 15.5	70	80	No	BAP, LAMS

** IS 'Mech Pak required * Clan 'Mech Pak required

JUMP JETS	COMPONENTS	WEAPONS
No	LAMS	Lg Laser (2), Sm Laser, Med Pulse Laser (2), LRM 15, LBX AC 20
Yes	LAMS	Lg Laser (2), Gauss Rifle, Heavy Gauss Rifle
Yes	None	ER Med Laser (4), CSMRM 40 (2), Clan LBX AC 20
No	BAP, LAMS	Med Laser (3), LRM 10, LRM 15, LRM 20 (2)
Yes	None	ER Med Laser (4), Clan LRM 10 (2), Clan Gauss Rifle (2)
No	Enhanced Optics	ER PPC (2), Clan LRM 15, Clan LRM 20, Clan Ultra AC 5
No	None	Med Laser (4), LRM 10 (2), Ultra AC 2 (4)
No	None	Lg Laser (4), Med Laser (2), LBX AC 20
No	LAMS	Lg X-Pulse Laser (2), Light Gauss Rifle (2)
No	LAMS	Med Pulse Laser (2), SRM 4, Gauss Rifle, Heavy Gauss Rifle
No	BAP, LAMS	Lg Laser, LRM 15 (2), Heavy Gauss Rifle

WORKING IN THE MECHLAB

In the MechLab, you repair and modify your 'Mechs.

REPAIRING CHASSIS After each successful mission, damaged 'Mechs, including those you salvaged from the battlefield, must undergo repair before they can be used. To repair a 'Mech, select it from the chassis list, and then click **Repair**. A repair fee is deducted from your account. After your next successful mission, damaged chassis are ready to use, and crippled chassis are upgraded to damaged status.

NOTE In the chassis listing, the names of 'Mechs that are ready for use are displayed in white. Damaged 'Mechs appear as yellow, and crippled 'Mechs are red.

MODIFYING CHASS
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- Ballistic weap

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Omni hardpoint (

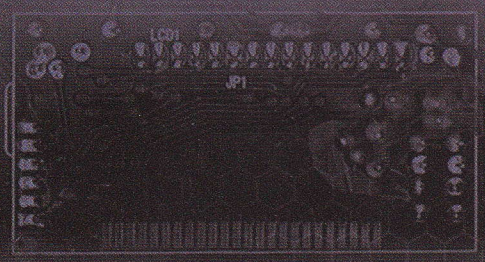
MODIFYING CHASSIS Modify your 'Mechs by swapping out weapons, armor, components, and so on. Default configurations have been tested for the kinds of missions you'll be sent on, but if you think you can do a better job, customize. Also, 'Mechs you salvage in the field that have no armaments must be rearmed in the MechLab.

CHASSIS To create a custom chassis, click **New**, select an existing chassis, and create a variant by naming your new 'Mech type in the Name box and clicking **Create**. Then customize the variant. The following explanations should help you make the right equipment choices.

WEAPONS Your 'Mechs can carry the following types of weapons. (Not all weapons fit onto all chassis.)

- Missile systems launch self-propelled, often self-guided explosive projectiles.
- Energy weapons emit highly amplified beams of electromagnetic radiation.
- Ballistic weapons shoot free-falling shells, usually explosive.

Each 'Mech chassis has hardpoints on its torso, arms, and head where weapons are mounted. Each hardpoint is color-coded to indicate the weapon type it accepts: Green indicates missiles, red is energy weapons, yellow is ballistic weapons, and white means it is an Omni hardpoint (capable of holding any weapon type).



ARMOR Protect your 'Mech with the following chassis platings.

- Ferro Fibrous: The standard armor, which provides good general protection.
- Reactive: Most effective against ballistic weapons.
- Reflective: Most effective against energy weapons.

COMPONENTS Augment 'Mech chassis with the following components. (Not all components fit on all chassis.)

- ECM decreases enemy sensor range and effectiveness.
- BAP, a targeting system, increases your sensor range and effectiveness.
- Jump Jets let a 'Mech achieve flight for brief periods of time. Use this ability to traverse difficult terrain or evade enemy targeting.
- LAMS automatically shoots down a percentage of incoming enemy missiles.
- Enhanced Optics augment the HUD zoom reticle by increasing the zoom window size.
- IFF Jammer makes your 'Mech appear as a neutral unit in an enemy's HUD.
- Advanced Gyro dampens the concussive effects of enemy weapons.

HEAT SINKS Add heat sinks to help dissipate heat generated from your weapons, enemy weapons, or other sources.

ENGINE UPGRADE Upgrading your engine increases the top speed of your 'Mech.

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Todd "phoxx" Cody ●
Nathan "Mars" Edson ●

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Bruce "Wiley" Carr, Jr. ●
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Howie "Lance Commander" Howie" Catlin ●

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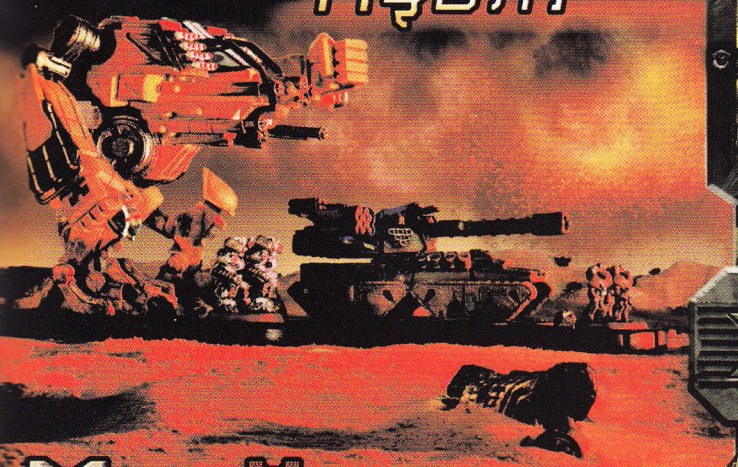
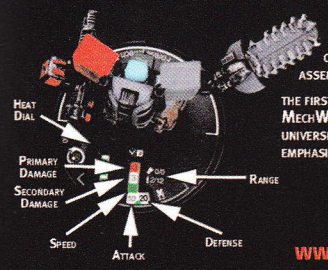
Death Walks Again



MECHWARRIOR® DARK AGE

The BattleTech® Collectable Miniatures Game



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GENERAL COMMANDS

COMMAND	KEYBOARD	JOYSTICK
Look left	LEFT ARROW	Hat left
Look right	RIGHT ARROW	Hat right
Look down	UP ARROW	Hat up
Look back	DOWN ARROW	Hat down
Toggle reticle zoom	Keypad 0	Button 4
Change camera view	V	
Pause game	ESC	
Toggle radar zoom	R	⇧+2
Toggle radar/map view	SHIFT+M	
Toggle active/passive radar	CTRL+R	
Override autoshutdown	SHIFT+O	
Shut down/start up	S	⇧+B
Flush coolant	F	⇧+C
Show objectives	O	
Chat to all (multiplayer)	U	
Chat to team (multiplayer)	Y	
Toggle crouch/stand	C	
Amplify light	L	
Self-destruct	CTRL+Z	
Use SHIFT functionality	SHIFT	⇧ button

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